
THE ULTIMATE DRAGON WARRIORS ZINE

CASKET OF FAYS

ISSUE EIGHT



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THE CITY OF KITOGAD

Damian May

In central Krarth many miles east of the ruins of Spyte across the unforgiving tundra lies a lake, deep and cold and never does ice cover its surface. In ancient times, the city that once sat here in a fertile valley was under the rulership of the minor Magus Georgy when it came under siege from the forces of Magus Guiduz, who it is rumoured became the Gift Star in later days. Rather than surrender to their enemy, Magus Georgy called on the heritage gifted to him by his father, Tsar Vodyanik of the Waters, and all the fountains, faucets, and wells of Kitogad began to overflow until the city was completely drowned and submerged.

But each year, on the anniversary of its drowning, it is rumoured that the waters subside and the city can once again be walked by men.

Much of the city is naught but crumbled ruins, the wattle and daub that made up most of the outer buildings long dissolved in the dark, cold waters. But the central buildings remain...

THE PALACE OF KITOGAD

Standing largely intact, the palace is at the centre of the sunken city, and the carved walls that form its outside seem as if they could withstand countless more centuries.

The palace's great stone doors are partly open, revealing a vast hall inside – a round chamber with a domed roof of amethyst crystal.

Black marbled steps lead to a great dais opposite the entry, and upon that dais is a large throne wrought of silver and brass and studded with sapphires and moonstone, its cushions long since rotted away.

The floors beneath the palace are not as secure as they seem, and centuries of water currents have washed away much of the soil beneath the tiled flagstones.

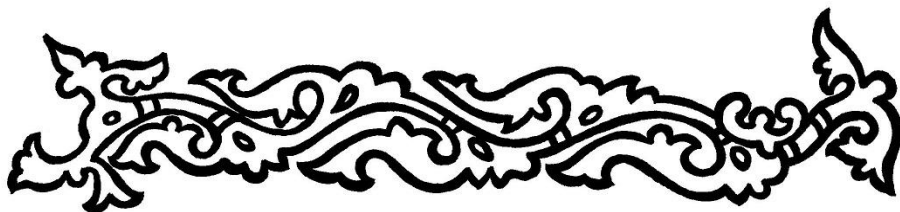
(Damaged areas have a STEALTH of 10, and if stepped upon, a Reflexes check is needed or the PC will fall through and into the muddy void beneath. A character has three rounds before they will sink beneath the mud... hopefully their companions are quick with a rope.)

Departing from that room is a high-ceilinged narrow corridor behind the throne, once concealed, leading into the castle proper. Bronze friezes decorate the tops of the corridor's high walls, and it leads to a large circular chamber with grey marble walls. The chamber is carpeted in waist-deep mist that seems denser in the centre, wrapping itself around a statue of an entwined couple.

Continuing deeper into the palace are a variety of courtyards, chambers, corridors, halls, antechambers, and more. Doors are covered in bronze and silver. Walls are covered in burnished metal and painted in faded, water-damaged frescoes depicting the Magi at ease. Strangely, some of these depict scenes of life underwater...

Located throughout the ruins are tall stones, covered with carvings depicting semi-human figures and gods.

In the centre of the palace is a great door apparently made of silver¹, carved with the face of a smiling woman. The secret means² of opening this door is known only to the occupants of the city...



¹ The doors are plated in silver, perhaps 12 poods of it. Of course, a pood is about 36 lbs.

² An attempt can be made to pick the lock, but it will require 2 successful attempts to open, otherwise it can be forced open by a combined Strength of 30.

Past the door is a steep tunnel leading down into the depths, slick with moisture; eventually, the tunnel opens into an immense cavern from which countless water-filled passages extend.

Wading down the major tunnels, there are several that have within them great altars to bearded and scaled figures with toad-like features atop hunched and bloated male bodies. The cavern has tiered balconies overlooking the muddy, partially flooded floor, and in the centre of the cave stands a gigantic version of the same idol.

The waters will rise again rapidly some hours before dawn and anyone still within the city at this time will have less than an hour to leave the city and the valley before they are engulfed.

Many of the original inhabitants of the city died that day but those of Tsar Vodyanik's bloodline became something other; their former lives nothing more than vague shadows of memory.

The women became Vodyantikha – delicate silvery-skinned creatures with large black eyes and silver gold tresses, their webbed hands and feet allowing them to slip gracefully through the water. They are curious and fey but not malign – however, if slain they arise again at the next full moon as Rusalka; vicious undead slime-covered haggard remnants of their once quicksilver selves.

The men became Vodyanoi – their skin covered in black and green scales, their beards and hair tangled with algae over wide frog-like mouths, webbed clawed hands and feet, a broad fish-like tail, and burning red eyes. If slain, Vodyanoi do not rise again but dissolve into a mass of eels, water, and aquatic plants.



1d20	Things to be found in the city
1-2	Plain pottery and ceramics (2-12 coppers)
3-6	Coins (3-30 florins' worth)
7-12	Jewellery (2-20 florins' worth)
13-14	Golden vodyantikha mask
15-18	Utensils (1-8 coppers)
19-20	Fine Ceramics (1-3 crowns)

1d20 (per hour of searching)	Random Encounters within the City
1-8	Large Eel (as Python)
9-12	Unquiet Dead (1-4, as Skeleton)
13-18	Rusalka (1-2, as Spectre)
19-20	Vodyantikha (1-3, as a 5th Rank Elven Water Elementalist)

1d20 (per hour of searching)	Things to be found within the palace
1-2	Coins (10-100 florins)
3-4	Jewellery (30-300 florins)
5-6	Potion (1-3, roll on Table on DW p. 139)
7-8	Amulet (1, roll on Table on Page 141 of Core Book)

9-10	Ring (1, roll on Table on Page 144 of Core Book)
11-13	Enchanted Weapon (1, roll on Table on Page 137 of Core Book)
14-17	Enchanted Armour (1, roll on Table on Page 138 of Core Book)
18-19	Royal Treasure (unique item or Warlock-created weapon or armour)
20	The Cap of Dark Water

1d20 (per hour of searching)	Random Encounters within the Palace
1-8	Vodyantikha (1-3, as a 5th Rank Elven Water Elementalist)
9-12	Vodyanoi (1, as Ogre with the spellcasting ability of 8th Rank Water Elementalist; Rank-Equivalent 11th)
13-18	Rusalka (1-3, as Spectre)
19-20	Magus Georgy (1, as Revenant with spellcasting ability of 8th Rank Water Elementalist and 5th Rank Sorcerer; Rank-equivalent 15th). Magus Georgy wears no armour, AF 1.

CAP OF DARK WATER

This dark metal crown was gifted to Georgy by his father. If worn, the wearer becomes able to breathe and move through water as easily as air. The wearer may cast the spell *Shadowbolt* three times per day.

THE MARSH BEAST

Andrew Wright

Ancient tales tell of the mysterious Marsh Beast³, a half-formed creature of the primordial mire, little-known but much feared by all who dwell near the fens and swamplands of Legend. Late at night, when the mist hangs low, the warbling calls of frogs and toads will cease, and one can hear the sound of something large and bulky moving slowly through the reeds. There will be a sudden scream or howl, and another victim – whether livestock or lone human – will be dragged back into the quagmire, leaving behind naught but a long trail of blood. The Marsh Beast has struck again!

Marsh Beasts are found across Legend, in any swamp or bog that is worthy of the name. From the Swamps of the Jinn to the Trackless Ooze, from the Sleetmarsh to the Cosh Goyopë mangroves, there is at least one, and probably many more Marsh Beasts lurking at the heart of their damp darkness. In summer, when the water level drops and the mud dries up, the Marsh Beast may range further afield in search of prey, slithering into rivers and lakes and even the sewerage systems of ancient cities. For the Marsh Beast is the proverbial spirit of the swamp – constantly mutable and ever-changing – and yet trapped between the different worlds of water and earth, raging in blind hunger at the sheer injustice of its marginal existence...

³ Game note: the original Dragon Warriors book published by Corgi in 1985 contained an entry for Marsh Beast on the encounter table for Swamps (p. 139), though this was never elaborated upon. When the Bestiary of Dragon Warriors' second edition appeared in 2008, it too contained the same error (p. 12), despite the game now including more than a few swamp monsters that could have been substituted instead. This short article allows for the GM to roll up a pre-existing Marsh Beast, or randomly create their own, with which to vex and terrify their Dragon Warriors players.

The first table below contains a plethora of previously published creatures that a GM may place in their adventures as Marsh Beasts of some standing.

3d6 Roll	Marsh Beast	Reference	Number
3	Hydra	Bestiary (pp. 38-39)	1
4	Water Leaper	Bestiary (pp. 47-48)	1
5	Ganglion	Prince of Darkness (p. 84)	1
6	Mere Gaunt	Bestiary (p. 41)	1
7	Man-Slug	Sleeping Gods (pp. 61-62)	1
8	Winged Snake	Bestiary (p. 44)	1
9	Mud Monster	The Elven Crystals (p. 51)	1-2
10	Newtling	Casket of Fays #3 (pp. 13-14)	1-10
11	Dracoman	Bestiary (p. 18)	2-20
12	Swamp Folk	Bestiary (p. 24)	3-12
13	Blood Fiend	Casket of Fays #5 (pp. 45-46)	1-6
14	Mud Wyrn	Prince of Darkness (p. 54)	1
15	The Nargut	Bestiary (p. 42)	1
16	Mere-Troll	Casket of Fays #1 (pp. 4-5)	1
17	Wyvern	Bestiary (pp. 48-49)	1
18	Drac	Casket of Fays #2 (pp. 22-23)	1

Alternatively, if a GM wants to randomly create an entirely new kind of Marsh Beast, they can consult the following tables. Firstly, roll 1d6 to determine the basic form of the monster:

The Basic Marsh Beast

d6 roll: 1

Shaggy humanoid: a great, green-furred brute with grasping paws and gnashing teeth.

ATTACK	18	Claws (1d6 +1, 5)
DEFENCE	10	Armour Factor 2
MAG. DEF.	4	Movement 10m (20m)
EVASION	4	STEALTH 14, PERCEPTION 7
Health Points	1d6 +1	Rank-Equivalent 5th

d6 roll: 2

Rotting plant mass: a shapeless form of thrashing roots amidst stench-laden clumps of decaying filth.

ATTACK	16	Roots (1d8, 4)
DEFENCE	4	Armour Factor 1
MAG. DEF.	3	Movement 8m (16m)
EVASION	2	STEALTH 12, PERCEPTION 5
Health Points	3d6 +10	Rank-Equivalent 4th

d6 roll: 3

Tentacled mollusc: a slimy mauve-ish blob with long suckered tentacles and glaring yellow eyes.

ATTACK	16	Tentacles (1d6, 4)
DEFENCE	2	Armour Factor 0
MAG. DEF.	2	Movement 6m
EVASION	1	STEALTH 8, PERCEPTION 6
Health Points	1d6 +11	Rank-Equivalent 3rd

d6 roll: 4

Slimy eel: five metres long, a sinuous grey-scaled muscular fish with recurved fangs, flaring gills, and whiskery jaws.

ATTACK	14	Bite (1d4, 3)
DEFENCE	2	Armour Factor 1
MAG. DEF.	1	Movement 15m
EVASION	3	STEALTH 16, PERCEPTION 5
Health Points	1d6 +10	Rank-Equivalent 2nd

d6 roll: 5

Huge amphibian: a primeval swamp lord whose warty wobbly body-sac perches upon powerful splayed limbs.

ATTACK	15	Bite (1d8, 5)
DEFENCE	2	Armour Factor 1
MAG. DEF.	3	Movement 5m (12m)
EVASION	5	STEALTH 12, PERCEPTION 6
Health Points	2d6 +11	Rank-Equivalent 4th

d6 roll: 6

Amorphous slime: a seething formless entity caught between liquid and solid – mutable and everchanging.

ATTACK	19	Acidic appendage (2d6, 6)
DEFENCE	9	Armour Factor 3
MAG. DEF.	4	Movement 10m
EVASION	2	STEALTH 14, PERCEPTION 8
Health Points	2d6 +15	Rank-Equivalent 6th

All Marsh Beasts have the additional characteristics: Category: Monster, Number: 1, Typical Treasure: Moderate.

Secondly, roll 1d4. This is the number of mutations that afflict the creature caused by the noxious gases of its chosen habitat, the sorcerous effluence emanating from primeval ruins, or simply the forgotten curses of now-indifferent gods.

For each mutation suffered by a Marsh Beast, roll a d20 on the below table to determine the exact type of mutation and its effect on the creature and its ability scores:

d20	Mutation	Effect
1	Carapace	The creature has an armoured shell (AF 4).
2	Tentacles	The creature has 2-7 tentacled arms, in addition to any other attacks. Each tentacle has 5 Health Points and attacks separately from the creature. Anyone hit must roll under their Strength on 2d6 to break free or suffer an automatic hit from the creature's main attack. Each further tentacle that hits adds another 1d6 to the Strength roll.
3	Gaseous Breath	Every third Combat Round, the creature will belch up a flaming ball of swamp gas. This will explode on the nearest opponents within 4 metres, with a SPEED of 10, causing 1-6 Health Points' damage.
4	Acid Vomit	Every fifth Combat Round, the creature will vomit forth a cascade of bilious yellow drool on the nearest opponent within 5 metres, at a SPEED of 13. This will cause 2-7 Health Points' damage, and while armour may protect as normal, the acid will destroy any non-magical armour the victim is wearing.
5	Multiple Heads	The creature may have two or even three heads. Roll 1d6: 1-4 one extra head; 5-6 two extra heads. For each extra head, add +1 ATTACK, +1 DEFENCE, +1 Health Point, and +1 PERCEPTION.

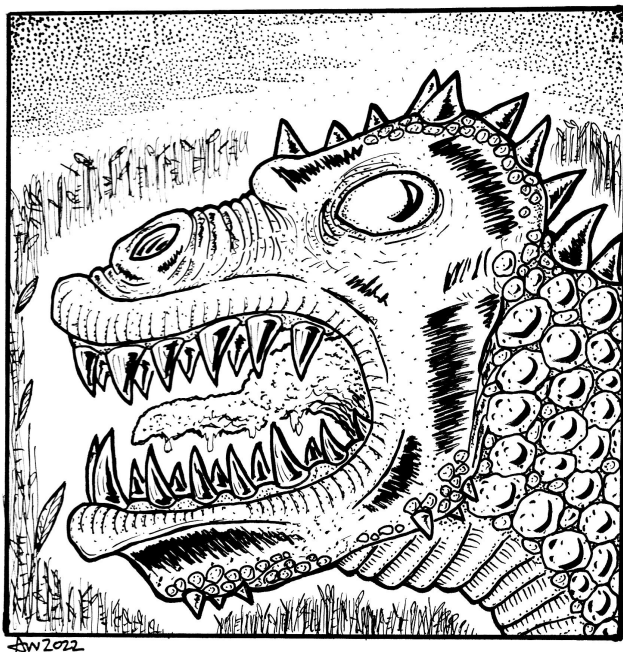
6	Venomous	The creature is venomous and its attacks transmit a weak poison (DW p. 122).
7	Plague Bearer	The creature spreads disease. Anyone wounded by it has a 45% chance of contracting Swamp Fever (DW p. 126).
8	Horrific Visage	The creature's appearance is so terrifying it causes a Fright Attack (DW p. 122); however, instead of killing its victim, they will instead suffer a random form of Madness (DW p.124).
9	It Can Fly!	The creature has a means to fly. This could include leathery bat-wings, feathered bird-wings, membranous insect-wings, or an inflatable gas bladder, depending on what best suits the creature's original form.
10	Spikes and Spines	The creature is covered in spikes and spines. Anyone who successfully hits it suffers 1d3 automatic hits themselves from the spikes (d4, 2).
11	Contagious!	The mutations suffered by the creature make it contagious. Anyone wounded by it has a 45% chance of contracting their own mutation once per combat (roll on this table to determine what it is).
12	Magic Powers	The creature has a magical power it can use once per day. Roll to determine what the power is: 1 <i>Rain</i> (DW p. 101), 2 <i>Create Bog</i> (DW p. 96), 3 <i>Roots</i> (DW pp. 96-7), 4 <i>Suspended Animation</i> (DW p. 90), 5 <i>Raise Fog</i> (DW p.88), 6 <i>Camouflage</i> (DW p. 107).

13	Prehensile Tongue	Every second Combat Round, the creature can shoot forth a sticky tongue to a range of 4m at a SPEED of 12 at one selected target. If the victim fails to dodge the tongue, it is drawn towards the creature and suffers an automatic hit from the creature's main attack form.
14	Very Fast	The creature moves very quickly (ATTACK +1, DEFENCE +1, EVASION +2, Movement +5m).
15	Very Strong	The creature is very powerful (ATTACK +1, Health Points +1d6, Weapon is +1 Armour Bypass and +1 Damage).
16	Howling Scream	The creature gives vent to a piercing shriek that causes a Fright Attack on all adventurers without ear plugs of some description. Survivors must reduce their combat abilities by 2 due to the hideous noise.
17	Magic Resistance	The creature has a strong resistance to sorcery. It has a MAGICAL DEFENCE score of 11.
18	Weapon Resistance	The creature cannot be harmed by non-metallic weapons, such as cudgels and staves. Iron and steel weapons cut through its hide easily enough.
19	Extra Eyes	The creature has extra eyes, either upon its head or scattered around its body (PERCEPTION +5).
20	Camouflage	The creature can change its colour or form to blend in with its surroundings (STEALTH +5), surprising adventurers on a roll of 1-3 on a 1d6.

Each mutation effectively increases a Marsh Beast's Rank-Equivalent by 1. Feel free to reroll duplicated mutations or mutations that don't fit with the creature's 'style' or body-plan.

As an alternative, the GM could also roll on the pre-existing Marsh Beast table and then modify the original monster with 1d4 mutations from the table above.

Example: Our GM needs to roll up a Marsh Beast fast and wants to create something new. Rolling a 6 on a 1d6 gives them an Amorphous Slime as a starting type, and then a 3 on 1d4 means it has three mutations. Rolling three times on the mutation table yields rolls of 4, 18, and 3, meaning the Slime cannot be harmed by non-metallic weapons and can alternately breathe flaming swamp gas and vomit forth acid. A formidable beast indeed!



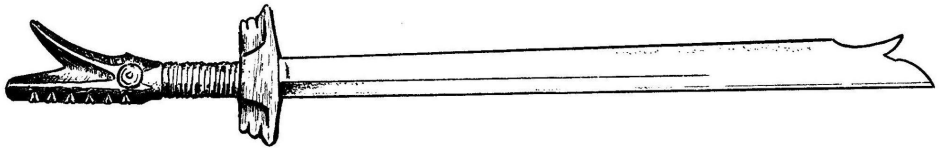
WEAPONS OF THE THOUSAND ISLANDS

Damian May / Brock

THE KAMPILAN

This is a single-edged sword (2d4, 4) originating from islands to the north of the Thousand Islands⁴ (and to the south of Yamato). It has a heavy, straight blade that widens gently towards a truncated tip. Kampilan blades usually have a small protruding spike behind the tip. The pommel is often carved into designs featuring birds or reptiles (crocodiles being a favourite).

A strong person can wield the heavy kampilan one-handed (minimum Strength 13), but it is primarily a two-handed weapon.



THE KELEWANG

The kelewang is a single-edged, machete-style sword (d8, 4). In size, weight, and shape, it is midway between the golok⁵ and the kampilan. Kelewans vary in style throughout the Thousand Islands archipelago; some have straight blades, but most are curved.

The kelewang depicted here is the type favoured on the large island of Kalimantan. It has a single edged, curved blade, with its tapered end

⁴ Thousand Islands is an area of eastern Legend under development by Damian May.

⁵ See Casket of Fays, Issue One.

clipped to form a decorative spike (some have this as a loop) on the spine of the blade. The handle is shaped to resemble a horse's hoof.

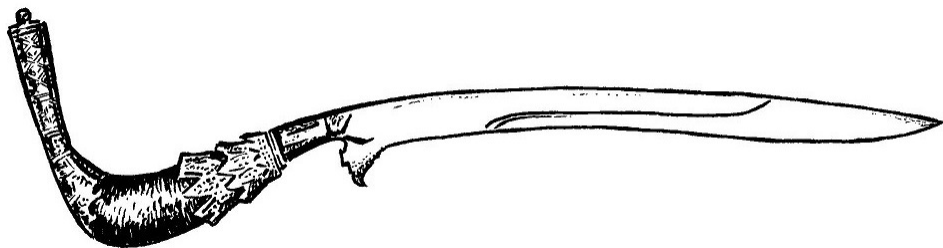


THE RENCONG

The rencong is a traditional weapon from the outlying Western Isles of the Thousand Islands archipelago. It is slightly similar in appearance to a *keris* (or *kris*) and carries the same sinister reputation. The rencong is worn during ceremonies and in time of war.

A rencong's blade can vary in length from 10cm to 50cm. Smaller rencongs strike as a dagger (d4, 3), while larger blades are (d6, 3). Sometimes, the blade can be wavy (like a *keris*) but is more often straight. It is kept in a scabbard that can be made from wood, ivory, horn, or even precious metals like silver or gold.

Note: the Anweh province is also known as “The Land of Rencong” (Tanah Rencong).



MORTAL COMBAT'S HEALING MAGIC

Lee Barklam

Unlike some of its peer FRPGs, injury in Dragon Warriors can debilitate an adventurer for a long time – combat and traps are genuinely dangerous and such wounds are not easily laughed aside or healed. Sorcerous healing is a precious commodity to a Dragon Warriors adventurer and something on which it is easy, if available, to become dependent.

I have never liked the idea that magic is a predictable tool like a rope or a crowbar – there should always be a risk or a consequence to using it and it should never be depended upon. Mortal Combat's approach to healing magic introduces a couple of new elements of uncertainty that I think would work well in Dragon Warriors – and could be exploited by the referee to create some interesting role-playing opportunities (and a healthier respect for magic).

Durational Healing Spells

Healing spells in Mortal Combat are durational. Within Dragon Warriors, when using magical healing, the spell is cast (or potion drunk), the target is healed, and the magic is gone. But in Mortal Combat, the spell is cast, the target is healed, and the magic holding those wounds closed lingers – presumably until the wounds heal naturally. The immediate game effect is the same: the target is restored and can return to rushing headlong into danger.

But...

Durational spells can be dispelled, both by the casting sorcerer or another using a *Dispel Magic* spell. For players using the optional rule that the death of the spellcaster ends their spells, this could also place additional emphasis on the party to keep their sorcerer alive.

The consequences may not be immediately apparent, but consider that any character currently being held together with magic will light up like a

beacon to any mystic using *See Enchantment*. Also note that *Dispel Magic* affects all durational spells in the area of effect – if a character is affected by a hostile spell, should they attempt to dispel it and undo their healing magic too? This is particularly troublesome for a resurrected character.

This makes for a bit more bookkeeping for the referee, especially if the characters routinely get injured, heal using magic, and get injured again – just how long will all those separate wounds take to heal naturally? And it may not be worth it for the few niche situations in which the distinction between instant and durational healing spells make to the game, or maybe it is worth it, just for the look on the players' faces when they realise that magic is not the clinical and dependable tool they assumed it to be.

Healing that Harms

Mortal Combat healing magic also has two additional differences from Dragon Warriors healing spells. In Mortal Combat, a healing spell can be used to cause harm and that, in both forms of the spell (to heal or harm), the target is entitled to a saving throw to resist the spell's effects (or test MAGICAL DEFENCE, in Dragon Warriors parlance). How much does the character trust the sorcerer (or the potion they are about to imbibe) not to cause harm and will they waive their resistance?

On the plus side, the harming version of the spell is also durational, so could be reversed with a *Dispel Magic*, although that might be a small mercy lost on the character whose skin is now tearing itself open after they drank what they thought was a healing potion...

More Durational Spells

Banquet, *Antidote*, *Cure Disease*, and even *Resurrect* could be turned into durational spells.

Imagine a character inflicted with a fatal poison, healed with the *Antidote* spell, and now desperate to find a real antidote before this magical stay of execution is dispelled. Having made some progress in his quest, the character learns that the sorcerer who cast the *Antidote* spell has been

kidnapped, likely by an enemy of the baron he serves, and could be executed in days – should he continue to search for a natural antidote to his poison in the hopes of finding it before the sorcerer is executed or should he attempt to rescue the sorcerer? Is whether the death of the sorcerer would end his durational spells or not something the character would know or even risk?



THE ANNIS

Paul Partington

The door opened into an enormous cavern, impossibly contained within the boundaries of the house. Stairs carved out of rock lead to the floor. Before descending, I looked around. The walls were daubed with strange symbols in a dark red paint and the floor was littered with bones. Against the wall to the left was a bed that looked more like the nest of a giant bird and to the right was an old woman in a tatty grey dress, shackled to the wall. She appeared to be asleep, or unconscious. Walking carefully down the stairs, I almost tripped over a black cat as it coiled round my legs. I shooed it away and off it went, looking at me balefully and hissing. It went towards the old woman and rubbed itself against her legs, which caused her to wake up. 'Lawks!' she exclaimed when she saw me. 'Have you come to rescue me, dearie?'

I was not fooled, so I drew my sword and the old woman changed as the illusion was broken. Before me stood a monster, seven feet tall, with dark blue skin and matted jet-black hair in which small bones had been woven. Its nose was long and crooked, and its teeth were yellow fangs. The annis lunged towards me with its razor-sharp talons and I had to fight, not only for my life but for the life of the child I had come to rescue.

The annis is a shape-changing hag that delights in tormenting communities, causing sorrow and distress amongst the population. They can cause crops to wither and die, summon demonic hounds to spread terror, and slip unseen into homes to capture or slay the occupants. They are particularly fond of making off with children. An annis' favourite meal is the flesh of a terrorised child, but sometimes they will subjugate a child

and bend them to their will until the poor youngster is a mockery of human decency.

In their natural form, an annis stands between seven and eight feet tall. Some annis hags are heavily built with inhuman strength, while others are lithe, rangy, and lightning fast. The skin of an annis ranges from dark blue to black, and its long greasy hair can be any shade of grey from white to black. The face of an annis is that of an old crone. The nails of an annis are iron hard and razor sharp, and being physically imposing, it doesn't shy away from using its talons in physical combat.

Occasionally, a trio of annis hags will form a coven, although due to their overwhelming arrogance and sense of superiority, this group will not stay together long. Each annis thinks it is the leader and bickering and infighting soon lead to the coven breaking apart. While they are together though, they are even more powerful, able to wreak even greater terror on the populace.

An annis has the following spells available, which it can cast once each day:

Summon Greater Hellhound: A huge black canine appears, its slavering jaws terrifying to behold and its red eyes burning with hatred (see Bestiary p. 67 for statistics). The hound will appear within 2d6 Combat Rounds. Spell Expiry Roll applies, but if the hound is slain, then the annis cannot cast this spell for another seven days.

Disguise: as the *Illusion* spell (Dragon Warriors p. 82), except with the limitation that the only illusion an annis can create is to alter her appearance so that she looks like a kindly old lady.

Iron Cage: as *Close Portal* (Dragon Warriors p. 80), except a Strength of 19 is needed to open a door held by this spell.

Incorporeality: the annis can pass through walls and closed doors as if they were not there. While in this form, the annis is also invisible but cannot interact with the material world (so can't attack, pick up items, and so on). Spell Expiry Roll applies.

Blight Crops: this spell causes crops within a half-mile radius to wither and die, effectively reducing crop yield to half. This lasts until Dispelled (with 6 MP) or until the annis is killed, at which point the crops start to grow back again.

If an annis is part of a coven, then each one gains the spellcasting ability of a 4th Rank Mystic.

ATTACK 16, Talons (d8, 4)

DEFENCE 10

MAGICAL DEFENCE 9

EVASION 5

Health Points 2d6 +7

Armour Factor 1

Movement 10m (20m)

STEALTH 12, PERCEPTION 9
(normal)

Rank-Equivalent: 4th

An annis has partial immunity to non-magical weapons, which cause only half normal damage. If an annis achieves surprise (and its attack hits) or wins two consecutive Combat Rounds, its attack will cause 6 HP of damage as it grabs its opponent with one hand while raking with its other.

Number encountered: 1 or 3

Treasure: 1-3 = poor, 4-5 = moderate,
6 = average.



LOST ARTIFACTS OF ELLESLAND

Chris Jolliffe

ALEF'S ROBES OF STATE

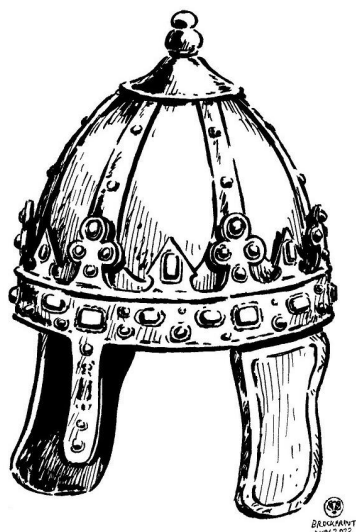
Alef was a Ta'ashim mystic, who served as adviser to the Caravan of Amin El Benir travelling across the continent some eighty years ago. Not allowed to wear armour, he fashioned these grand silken robes with potent protective enchantments. Alef disappeared many years ago, presumably retired, but it is known that he sold his miraculous robes to a merchant in Clyster. This individual was subsequently burgled, and so the actual whereabouts of the artifact is open to some speculation.

Game stats

This is a +2 magical set of richly decorated azure silk robes, with an Armour Factor of 2. If worn under other armour, its protective value will stack, but the total AF cannot exceed 6.

THE HELM OF ST EDWIN

This antique bronze spangenhelm has cheek pieces and a series of large, jewelled ornaments around its brow. The larger of these contain the knucklebones of St Julianos the Pilgrim, and conferred a saintly power to their wearer, the venerated St Edwin, who battled many evil opponents with its favour. It is likely to be held by travelling monks, who will seek out the next destined wearer.



Game stats

The helm is a potent holy relic, conferring the following blessings:

- 40% chance of sensing evil
- +1 ATTACK and DEFENCE when fighting Goblins, Hobgoblins or Trolls
- Immunity to Fright Attacks and vampiric mesmerism

Technically, the helm will only work in this fashion when worn by a follower of the True Faith, but it has a tendency to convert its wearers. This tender (which may cause some to quickly discard it).

Its last power is convincing the current holder to pass it on to others when the need arises.

KI (OR SPIRIT)⁶

Dominic Bailey

For game purposes, this is grossly oversimplified as spirit energy and quantified by Ki points. Characters have a pool of these, starting with one at character generation, that they can spend to gain an advantage on a dice roll (i.e., roll twice and take the best result). Characters who entirely deplete their Ki reserves will recover one following a good night's sleep. Otherwise, Ki is awarded by the GM fiat for positive supernatural interactions and play rewards. For example, all my players received a point of Ki for freeing a lake spirit that had been imprisoned by someone believing themselves the servant of a demon god.

In narrative terms, this represents a character's ability, through martial, meditative, or magical training to focus their spirit into mundane tasks to achieve exceptional results when the pressure is on. They are required to state they are spending Ki before they roll.

⁶ Ki is used in Dominic's campaign set in Yamato. However, there is no reason that adventurers in Albion couldn't benefit from the same mechanic with a more familiar name such as Spirit or Fate.

ULRIC'S COMPENDIUM OF WONDERS⁷

Simon Howard

THE HAMMER OF THE FORGE

Discovered by a group of adventurers quite recently, the Hammer of the Forge was originally designed to allow master smiths to create even finer works than were possible without it. In appearance, it is a rune-encrusted smith's hammer, the likes of which can be found in every forge and smithy in Ellesland and beyond. This one, though, allows not only for the creation of stunning examples of the metal worker's art but also can be used as a weapon.

Hammer of the Forge (d6, 4), this magical item handles like a smith's hammer but hits like a mace. It is counted as a magical weapon for the purposes of determining what can be damaged by it but has no bonuses to hit or damage. In addition to the damage it does when used as a weapon, the following rules apply:

Upon hitting any type of metal armour, it has a 1 in 6 chance of destroying what it has hit in a burst of sparks and flying shards of metal that inflict a further d6 damage on the wearer.

If used on metal items, such as door locks or hinges, the same thing occurs but inflicting no damage to anyone or thing. The item breaks and falls into pieces, all the while making virtually no noise.

⁷ Many are the magical wonders that exist in our world, some more commonplace than others, but what all of them have in common is that someone once said, 'This is a good idea'. I have to say that, in my experience, not all of them are good ideas but there are some that have stuck in my mind as being more memorable for one reason or another and I would like to share them with you. Ulric.

THE BROTHERHOOD OF DAGGERS

Whilst this group of daggers has a most odd-sounding name, it is a very appropriate one. The first recorded instance of these daggers was over one thousand years past and was written in a scroll concerning a group of desert warriors by an unknown scribe of the Selentine Empire. The scroll reports how the three leaders of this band of warriors each had a dagger that was identical, save the pommel stone, and that each was said to have magical powers that aided them in combat.

The three stones were said to be a green onyx, an amethyst, and a black opal.

Each of the daggers had a different ability, and it is believed that the stone in the pommel defines that ability.

Since that first report, there have been other sightings of the brotherhood through the centuries, always as a group and always as daggers. The interesting thing, though, is the description of the daggers themselves has changed over the years. Are they taking new forms depending on who their owners might be or are there more than one trio of daggers? So far, no-one can answer one way or the other. The last trio was spotted in the hands of the leaders of a small group of thieves and smugglers working out of the port of Clyster. What is known, though, is what each of the three does.

Each of the daggers has the size and shape of a regular dagger and has the same basic details for armour bypass and damage (d4, 3).

Where they differ is in their abilities. None of them has ever shown any sort of ability to strike easier, cut through armour better, or inflict more damage, but they do have the following effects in combat.

Green Onyx – in addition to any damage received, the recipient of that damage must make a strong poison (roll Strength or less on 4d6) check for each wound or become violently sick. So sick, in fact, that combat – or even moving – is impossible. This lasts for ten Combat Rounds but with each further wound the ten rounds start anew.

Amethyst – as with the Green Onyx dagger, any wounds caused means that the recipient must take a strong poison (4d6) check. This dagger causes an instant paralysis that lasts for ten Combat Rounds. If paralysed in a situation where the person can fall from something, then it is up to the GM how to deal with the chance of that happening. In the event of a fall, then falling damage is applied as per normal but without a chance of grabbing onto something to stop their fall.

Black Opal – As with the other two daggers, any wound inflicted by this dagger requires the damaged target to take a strong (4d6) poison check. In this case, though, a failed check means that the person damaged by it is immediately blinded for 10 Combat Rounds.



AESTERCOTE

Tom Clare

Campfire

As the dusk darkens, the party sees the welcoming glow of a fire off to the south. If they follow it, they find an old man in peasant clothes sitting in the lea of an old standing stone. A meagre stack of firewood lies beside him. If asked, he will gesture a welcome. He will speak only if addressed, but will say that he is called Cobb and is from the village of Aestercote, a day's travel to the east. He is on his way to the Abbey to ask for help – a nasty illness has broken out in his village, with several of his folk close to death. He is obviously exhausted, and unless someone speaks to him, he will spend his time staring into the fire.

Those who sleep will wake up in the night to find him still staring into the flames. Oddly, the stack of firewood never runs out.

In the morning, Cobb will be gone. As will any trace of a fire, though the sticks are still there. Anyone digging into the leaf mould around the stone will discover an old skeleton.

Plague Village

The following afternoon, the party will come across a deserted village. The overgrowth isn't too bad – it was only abandoned a few years ago. It is of a slightly better standard than any previous hovels they may have seen on the moor, with a stone common house. Though they may never be sure, this was the village of Aestercote.

Inside, ordinary items are scattered around as if the people left in a hurry, but nothing of value remains. Two corpses lie in a fallen-in cottage. A Mystic examining the distorted, discoloured bones will deduce they died of St Athy's Fire.

A well sits in the middle of the village. Drinking the well water exposes the drinker to St Athy's Fire⁸.

At the end of the village is a rough burial ground. A pathetic heap of bones, enough for five or six people, lies here beside what might have been a half-completed grave. It will take an hour for altruistic PCs to bury the remains of the villagers, during which time anything following the party – such as the Ragger Men (see Casket of Fays #5), perhaps – might catch up with them.

The road out of the village passes by a section of the graveyard bank that has given way and slid onto the path. Something here gleams in the afternoon sun. It is a gold ring. A search amongst the fallen clay will also discover some old bones.

If anyone takes the ring, a skeleton will come for them the next night as they sleep, no matter where that may be. It will creep up on the one who has taken its ring and attempt to strangle them as they sleep⁹. Even if it is destroyed, it will appear at the character's bedside the next time they rest.

If the thief offers the ring back, the creature will take it and stalk back into the night.



⁸ St Athy's Fire (save against contracting by rolling under or equal to Strength). This is a miserable disease that causes the sufferer's skin to redden and blister, as if he had been burnt in a fire. The pain is such that wearing clothes becomes unbearable, and it takes considerable resolve to even move. Each day, the invalid loses 1 Health Point and 1 point of Looks. Even if cured, the disease has a 1 in 6 chance of leaving permanent scars on the sufferer's body, making any loss of Looks likewise permanent.

⁹ The skeleton is cunning and will wait until the character slumbers, taking advantage of the PERCEPTION modifier of -9. Should the character work out that the skeleton only appears when they sleep, perhaps they will try to resolve the situation by only slumbering in daylight hours. That isn't suspicious at all.



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